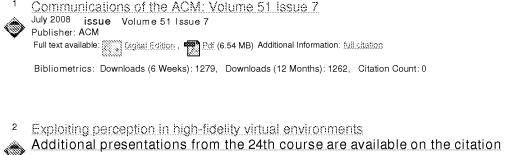


Results 1 - 2 of 2

results

expanded form



Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses Publisher: ACM

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The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, humancomputer interaction, multi-user, networked applications, perception, virtual reality Ada by Google 😗 🗸

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